Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE [**SMALL ENTITY** TOTAL CLAIMS RATE FEE RATE FEE FOR NUMBER EXTRA **BASIC FEE** 355.00 BASIC FEE NUMBER FILED 710.00 OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR 18 INDEPENDENT CLAIMS minus 3 = X40= X80= ΩP. MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY OR **SMALL ENTITY** (Column 3) (Column 1) (Column 2) CLAIMS **HIGHEST** ADDI-ADDI-**AMENDMENT A** NUMBER REMAINING PRESENT RATE TIONAL RATE TIONAL AFTER **PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE T tal Minus X\$ 9= X\$18= OR Independent Minus X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT PREVIOUSLY RATE TIONAL RATE TIONAL ENDMENT AFTER **EXTRA** AMENDMENT PAID FOR FEE FEE **Total** Minus X\$ 9= X\$18= OR Minus Ind pendent X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM BEST AVAILABLE +135= +270= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI-O REMAINING NUMBER **PRESENT** TIONAL AFTER **PREVIOUSLY** RATE RATE TIONAL MENDMENT **EXTRA** PAID FOR **AMENDMENT** FEE FEE Total Minus X\$.9= X\$18= OR Minus Independent X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

"If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previousty Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

""If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

OR

OR

+135=

ADDIT, FEE

TOTAL

+270<u>÷</u>

ADDIT FEE

TOTAL